

## File Descriptions

This document notes the names of the directories and files contained in the root of the distribution disk and their contents.

### c - Directory

All the files within this directory are commands type files to be run

- AddMem - Manually configure extra external memory
- Alink - Amiga linker
- Assem - Amiga assembler
- Avail - Program for listing available memory
- DownLoad - Program for reading SUN files via Bill Board
- Frag - Program for listing memory fragments
- Read - Program for reading data via serial or parallel ports
- ROMWack - Program to enter the ROM debugger
- Snoop - Program for monitoring memory usage
- UpLoad - Program for writing SUN files via Bill Board

### s - Directory

Install-Assem - A script file to copy all the files from the C directory on this disk into the C: directory.

### t - Directory

This directory contains temporary files. The editor will store backup files here.

### lib - Directory

All the files within this directory are used during the linking process.

- amiga.lib - The main library with entry points to the Rom routines.
- debug.lib - An additional library with routines to make debugging easier
- Astartup.obj - Amiga startup file to be used when linking both C and Assem programs together.

### include - Directory

All the Amiga include files needed. These are broken down into subdirectories within include for easy reference by functional area.

### examples - Directory

- make.root - This is a sample script file that when executed, after doing a cd to this directory, will assemble the given file. Use this as an example for making your own execute scripts.
- includes.asm - A template for starting your own assembly language programs.

ovs-020 - A twenty slot overlay supervisor

ovs.asm - Source for the overlay supervisor, to be modified and re-compiled if more than twenty slots are needed.

## Problem Areas

There are no known problems.

Welcome to the native C development world. This document will provide a brief overview of what to look for and how to use your Amiga C development disk.

This is Lattice C. For complete details, see the Lattice C Compiler Manual.

Follow the steps below to compile and link a program to run on the Amiga.

NOTE: You must have a 2 drive system with at least 512K of memory in order to use the C development environment.

1. Copy the files LC; LC1; LC2; & Alink from the distribution disk onto your system disk. The files in both cases should be located in the c directory. The other files (Avail; DownLoad; Frags; etc.) are used primarily for debugging / development purposes. The "Install-C" script located in the s directory will help in this, in that it will copy the entire c directory to the C: directory. To run it type "execute C1.0:s/Install-C".
2. Run the first pass of the Lattice C compiler by typing:

LC1 file

Note that the .c file extension on the input file is assumed, and that an output file with an extension of .q is produced.

3. Run the second pass of the Lattice C compiler by typing:

LC2 file

Note that the .q file is read as input during the second pass, and deleted at the end of the second pass. A .o file is produced as output.

4. Link together the various modules needed to run by typing:

Alink df1:lib/Astartup.obj+file.o \  
library=df1:lib/amiga.lib to file

or

Alink df1:lib/lstartup.obj+file.o \  
library=df1:lib/lc.lib+df1:lib/amiga.lib to file

Note that the above commands should be typed in as a single line. The first uses just the Amiga files (including a few kludges that are not long for this world). The second, the preferred form, uses the Lattice startup file as well as the Lattice run-time library.

5. Run the program by typing:

file

6. The script file Make in the examples directory does all the the above steps (except program execution). Use it as a

time saving example.

Use the manual to select options for the compiler. Use the attached sheets to identify the various files that are part of the distribution package.

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### c - Directory

All the files within this directory are commands. Type the name of the file to run it.

- AddMem - Manually configure extra external memory
- Alink - Amiga linker
- Avail - Program for listing available memory
- Download - Transfer files from SUN to Amiga via Bill board
- Frag - Program for listing memory fragments
- LC - Lattice C compiler both passes (calls LC1 & LC2)
- LC1 - Lattice C compiler pass 1
- LC2 - Lattice C compiler pass 2
- Read - Pull data into Amiga via serial or parallel ports
- ROMWack - Enter the ROM debugger
- Snoop - Monitor memory allocations / de-allocations
- Upload - Write SUN files from the Amiga via Bill board

### s - Directory

install-C - A script file to copy all the files from the c directory on this disk into the C:directory

### t - Directory

This directory contains temporary files. The editor will store backup files here.

### lib - Directory

All the files within this directory are used during the linking process.

- amiga.lib - The main library with entry points to the Rom routines.
- debug.lib - An additional library with routines to make debugging easier.
- Lstartup.obj - Lattice startup file to be linked with all programs.
- Astartup.obj - Amiga startup file to be used in place of the above startup file.
- lc.lib - The Lattice run-time library. When this file is referenced, it should always be given first so that its programs will be used instead of the kludge counterparts located in amiga.lib

### include - Directory

All the Amiga include files needed. These are broken down into subdirectories within include for easy reference by functional area.

### examples - Directory

Several example C programs. Use these as a guide only.

ovs-020 - A twenty slot overlay supervisor

ovs.asm - Source for the overlay supervisor, provided as an example only as you need the Assembler to assemble it.

Problem Areas

1. Enum type doesn't work.
2. Compiling can be rather slow on large files.

Welcome the native de-bugging world of Wack. This document will provide a brief overview of the contents of you new "Wack disk".

Your wack disk contains the following files:

|          |   |
|----------|---|
| AbsLoad  | - Absolutely load load files produced by Alink          |
| AddMem   | - Manually configure extra external memory              |
| Avail    | - Program for listing available memory                  |
| DiskEd   | - Program for manipulating absolute disk data           |
| DownLoad | - Program for reading SUN files via Bill Board          |
| FragS    | - Program for listing memory fragments                  |
| Read     | - Program for reading data via serial or parallel ports |
| ROMWack  | - Program to enter the ROM debugger                     |
| Snoop    | - Program for monitoring memory usage                   |
| StripA   | - Program for removing symbols from disk file           |
| UpLoad   | - Program for writing SUN files via Bill Board          |
| Wack     | - Native Amiga debugger                                 |

Until further notice, all of the programs on this disk are provided in a use at own risk category. Some are unsupported. Many are untested. But all can be useful, thus are included here.

**this document was  
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contributed by**

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